XBOX 360
XBOX LIVE
GUITAR HERO
VAN HALEN
TEEN
T
CONTENT RATED BY ESRB
ACTIVISION

WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see **www.xbox.com/support** or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

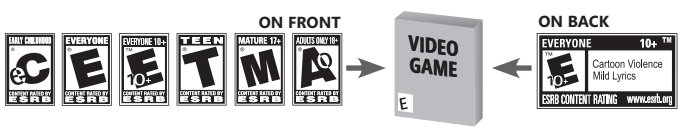
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit **www.ESRB.org**

Table of Contents

2
Game Controls

3
Using the Guitar Hero® Controllers

4
Xbox LIVE®

4
Main Menu

5
Settings/Options

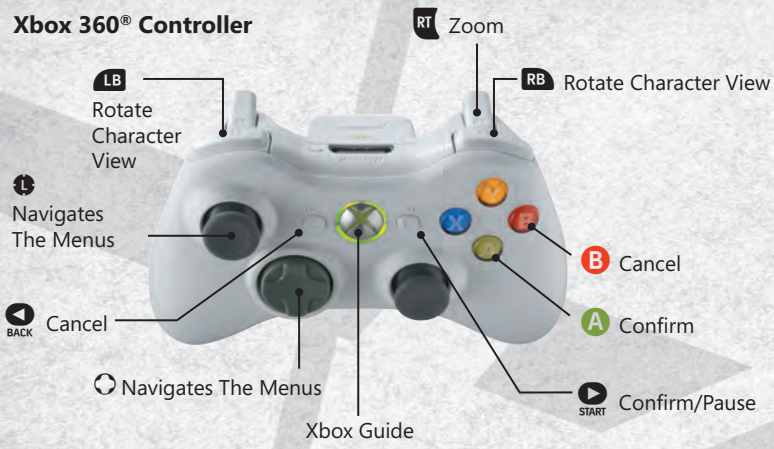
6
How to Rock

8
Customer Support

9
Software License Agreement

Game Controls

Xbox 360® Controller



Note :The Xbox 360® controller is not used in standard guitar and drum play modes for the game. It is used only to navigate menus and is used with the Guitar Hero® USB microphone in the vocal play mode.

USING THE CONTROLLERS

Please read the following before using the controllers.

WARNING: If you have heart, respiratory, or other physical impairments that limit your physical activity, DO NOT use the controllers. If you have any doubts, consult with a physician before using the controllers.

- The controllers must be used with care to avoid injury. Activision will not be liable for injuries resulting from improper use of the controllers.
- The controllers are for indoor use only and should be kept away from open flames or other heat sources.
- Do not leave the controllers in a dusty or humid place.
- Small children should be monitored at all times when using the controllers.
- Do not modify or disassemble the controllers under any circumstances unless otherwise noted in the controller manual.
- When not in use, make sure the controllers are removed from the playing area and are properly stored.
- Excessive use of the Whammy Bar on the guitar controller can cause it to break.
- Never get the controllers wet.
- Never stand on the controllers.
- Use a dry cloth to clean the controllers, never use chemicals to clean the products.

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USING THE GUITAR CONTROLLER

- START button: Confirm / Pause
- Star Power / BACK button: Activates Star Power
- Directional Pad: Navigates the menus
- Xbox Guide button: Launches the Xbox Guide
- Green Fret Button: Activates the green note / Confirm
- Red Fret Button: Activates the red note / Cancel
- Yellow Fret Button: Activates the yellow note
- Blue Fret Button: Activates the blue note
- Orange Fret Button: Activates the orange note
- Strum Bar: Press the Strum Bar UP or DOWN to activate the Fret Button(s) you have pressed. To navigate in menus, press the Strum Bar UP or DOWN.
- Whammy Bar: Press in and out on Long Notes to add your own style to each song.
- Tilt Sensor: Tilt the guitar controller up to activate Star Power.
- Slider Bar: Tap or move up and down on the slider bar to simulate strumming and add your own personal style to the music.

** Slider Bar features may not be available on all Activision games that utilize this controller.

USING THE DRUM KIT CONTROLLER

- START button: Confirm / Pause
- BACK button: Cancel
- Directional Pad: Navigate the menus
- Xbox Guide button: Launches the Xbox Guide
- Green Drum Pad: Activates the green note / Confirm
- Red Drum Pad: Activates the red note / Cancel
- Blue Drum Pad: Activates the blue note
- Yellow Cymbal Pad: Activates the yellow note
- Orange Cymbal Pad: Activates the orange note
- Kick Pedal: Activates the bass drum note
- Yellow and Orange Cymbal Pads: Hit simultaneously to activate Star Power.

*** A second kick pedal can be utilized for all drum difficulties and requires a 1/8 inch mono/stereo splitter adaptor. (Sold Separately)

USING THE MICROPHONE

- Plug in any compatible USB microphone. The Xbox 360 headset is also compatible.
  * Note that the Xbox 360 headset use for vocals is not available for guest profiles.
- Place the microphone as close to the mouth as possible without getting so close that you introduce unwanted effects.
- Press either of the following buttons: X, Y, B, A on the Xbox 360 controller to activate Star Power.

** When using USB microphones, there is a 2 microphone limit. By using Xbox 360 headsets and wireless microphones, you can use 2 additional microphones for a total of 4 maximum during gameplay.

Activate Vocal Star Power: X, Y, B or A

Adjust Vocal Volume: LB, LT

*** Note that the Xbox 360 controller needs to be connected to navigate menus when using the microphone.

CONTROLLER TYPE MAY VARY, SEE PACKAGING OR CONTROLLER MANUAL FOR MORE INFORMATION.

⚠ REPETITIVE MOTION INJURIES AND EYESTRAIN

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms, feet, legs, or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

Xbox LIVE®

Play with anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360® and Windows®. Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. Get connected and join the revolution!

Connecting: Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **www.xbox.com/live/countries**.

Family Settings: These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. And now, LIVE Family Settings and Windows Vista® Parental Controls work better together. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the LIVE service. And set time limits on how long they can play.

For more information, go to **www.xbox.com/familysettings**.

MAIN MENU

Career: Choose your favorite Van Halen member and take to the stage as David Lee Roth, Eddie Van Halen, Wolfgang Van Halen, Alex Van Halen, or create your own character for use in guest artist songs. Choose from a guitarist, drummer, vocalist, bassist, or band career.

*Note: You will not be able to access the Tutorials without attaching a Guitar Hero controller. The option will be grayed out until a Guitar Hero controller is activated.

Quickplay: In Quickplay, all songs are unlocked for play by default, and you and your friends can create a set list of up to 6 songs.

Head to Head: 2 Player competitive modes including:

- **Face-Off:** Two players compete in a guitar, bass, vocal or drum match while alternating play on the same note chart. Each player can adjust the difficulty to fit their skill level.
- **Pro Face-Off:** This is the ultimate duel for guitar, bass, vocal and drum champions. Two players battle it out by playing the same note chart at the same time on their selected difficulty levels.
- **Battle:** Challenge a friend to a guitar or bass shred off with Battle Mode! Earn attacks that you can use to disrupt your opponent. To activate Attacks you'll need to either tilt your guitar controller like you would when activating Star Power, or press the Star Power button.

Xbox LIVE®: Invite your friends or play with others online in Band Quickplay, 8 player Band vs. Band and Head to Head modes.

*Additional fees may be required for Xbox LIVE Gold Membership

Backstage:

- **Practice:** You can take any song in the game and practice any part of it at the normal setting, or you can slow the song down to really help you out.
- **Extras:** View the Van Halen Soundboard, watch the game credits, and read song lyrics!
- **Rock Star Creator:** Start from scratch and create the rocker you've always dreamed of. Choose from different body features, outfits and much more.
- **Leaderboards:** Check out who the top rockers are!

- **Rock Rank:** Earn more cash and increase your rank. Compare your rank with others you've played online.
- **Community:** Join your game to Community. GuitarHero.com, to track stats, play tournaments and win prizes!

Music Studio: Use the Guitar Hero guitar and drum controllers to create your own songs. You can publish your songs on GH™Tunes for others to download; but the songs must be your own, original creations.

****Note: Only the Band Leader can save songs created in the Music Studio.**

- **Recording Studio:** 1-4 players can choose from bass guitar, lead guitar, rhythm guitar, keyboards, vocals, or drums and make music together (vocals cannot be recorded).
- **GH™Mix:** Fine tune your music creations with the advanced editing features in GH™Mix.
- **GH™Tunes:** Download the latest user created music.
- **Tutorials:** View tutorials to learn helpful techniques for using the Music Studio.

SETTINGS / OPTIONS

Cheats:

- Enter codes to enhance your experience.

Band Info:

- Rename Band: Change the name of your band.
- Edit Band Logo: Use the graphic editor to create a unique logo for your band.

Save/Load:

- Save Game
- Load Game
- Reset Progress
- Autosave: Turn autosave on or off.

Calibrate Lag: Some televisions and AV receivers have an audio/visual lag that can make it difficult to play the game. Use this screen to calibrate your lag. Additionally, calibrate your lag if you enable or disable Dolby® Digital.

Audio Settings: Change the volume of any instrument in the band as well as the crowd and sound effects. Turn on Dolby® Digital if you have a compatible receiver.

Functional Options:

- **Lefty Flip:** Players 1-4 can turn on Lefty Flip if they would like to play left handed
- **Scrolling Vocals:** Turn on scrolling vocals or static vocal text.
- **Star Power Clap:** Turn off or on the ability to activate Star Power by clapping into the microphone.
- **Countdown:** Turn off or on the countdown from unpausing the game.
- **Star Power Tilt:** Turn off or on the ability to deploy Star Power by tilting the guitar
- **Touch Strip:** Turn off or on the ability to use the Touch Strip for Slider Note sections.

HOW TO ROCK

GUITAR CONTROLLER:

Press the Fret Buttons and strum on the Strum Bar UP or DOWN in sync to the notes that are on the screen.

Basic Notes:

1. Hold the Fret Button that corresponds to the note on the screen.
2. Strum on the Strum Bar UP or DOWN to play the note.

Long Notes (otherwise known as sustains):

1. Hold the correct Fret Button down.
2. Strum on the Strum Bar UP or DOWN to play the note.
3. Hold the Fret Button down until the whole note has played.

Chords:

1. Chords are two or more notes played at the same time. These can come in the form of Basic Notes and Long Notes.

Touch Strip:

1. Tap the Touch Strip while pressing the Fret Buttons to simulate strumming.
2. Slide your finger on the Touch Strip during Long Notes to alter the sound of the note.
3. When you see clear notes, you can play them by touching the Touch Strip without pressing the Fret Buttons.

**Note that when using guitar controllers without the Slider features, hit the Slider Notes using the Fret Buttons.

Open Notes (only for Bass):

1. Strum without pressing any Fret Buttons. Open Notes are displayed as a purple bar on the screen.

The Whammy Bar:

1. Press the Whammy Bar in and out on Long Notes to add your own style to each song.

DRUM KIT CONTROLLER:

Hit the correct drum pads in sync to the notes that are on the screen.

Basic Notes:

1. Hit the drum pad that corresponds to the note on the screen.

Kick Drum Notes:

1. Use the kick pedal to hit the wide purple notes on the screen.

MICROPHONE:

Use the microphone to sing along to your favorite songs across 5 different difficulties.

1. Sing the words that appear on the screen and get judged based on pitch and timing.

**Note that the Xbox 360 controller needs to be connected to navigate menus when using the microphone.

THE ROCK METER

The Rock Meter is the ultimate gauge for how you are doing. It will show you your points, note streak, and how much Star Power you have.

The Multiplier Meter

If you can nail a series of notes perfectly, then you'll receive a handy "Score Multiplier" which is 2-4X the value of each note you hit. In band play, the band multiplier will increase as more band members are in Star Power together. In single player and band play, the multiplier will increase as you are in Star Power. Mess up and your score multiplier vanishes.

Difficulty Settings

Beginner: The player only needs to hit the lines that come down the note highway on time. For vocals, just sing the words on time.

Easy: Get your feet wet with this difficulty. This difficulty setting only utilizes some of the playing techniques.

Medium: This difficulty setting brings notes a little faster and introduces new playing techniques.

Hard: Notes come down faster and advanced skills are needed if you expect to rule in this difficulty setting.

Expert: This insane difficulty will have you frantically using all the techniques you've learned.

Expert+: This difficulty is for the true masters of double bass drumming. When a guitar pick with two drum sticks appears to the left of a song, that means it features double bass drumming.

Song Results Screen

Grade: This scale goes from 3 to 5 stars. Hit every single note to get gold stars.

Score: This is the overall score you received on your song.

Note Streak: Find out how long you went without making a mistake and missing a note.

Notes Hit: This tells you the percentage of notes you hit in the song.

(If that wasn't enough data for you...there are even more stats available by selecting the "More Stats" option)

How Do I Get Star Power?

- Gain Star Power by nailing a series of star-shaped notes that glow. You have to nail the entire sequence, otherwise you're out of luck. You can gain even more Star Power by using the Whammy Bar or Touch Strip on long Star Power notes. Once your Star Power Meter is at least half-full, it'll flash, and you're ready to unleash Star Power. For vocals, gain Star Power by scoring well on freeform sections, achieving 'solid' on phrases, or get even more Star Power with 'excellent' phrases.
- **Guitar Controller**: Tilt the Guitar Hero guitar controller or press the Star Power Button to activate Star Power
- **Drum Kit Controller**: Hit Yellow and Orange Cymbal Pads simultaneously to activate Star Power
- **Microphone**: Tap the top of the microphone or press any of the following buttons: *X,Y,B,A* on the Xbox 360 controller to activate Star Power.

Guitar Battle Rules

Hit each series of Battle Gems to collect attacks. Once you have collected an attack, tilt your guitar controller or press the Star Power button to attack your foe. You have to make them fail before the end of the song, but be careful, they can battle back!

Guitar Battle Attacks

Broken String: Use this attack to break one of your opponent's strings. The button on the guitar controller won't work until they fix it by rapidly tapping that button until it is repaired.

Difficulty Up: This attack will increase the difficulty on your opponent's note chart.

Amp Overload: This attack causes the scrolling fret board on your opponent's screen to shake and flash, making it extremely difficult to read which notes are approaching.

Whammy Attack: Use this attack to cause your opponent to miss notes on their guitar. Your opponent must move the Whammy Bar fast to be able to play notes again.

Power-Up Steal: This attack steals your opponent's attack before they can use it. If they don't have one to steal and you activate this power, you'll lose it.

Double Notes: Deploying this attack forces your opponent to double up on how many notes they have to play.

The Lefty/Righty Flip: The Lefty/Righty Flip attack swaps the note chart around opposite to how your opponent would normally play the game.

Mines: The notes on the opponent's notetrack get populated with grey transparent gems that explode and lower the player's rock meter if they are hit.

Blackout: Use this attack to black out your opponent's notetrack briefly.

CREDITS

- Developed by Underground Development
- Additional development by Neversoft
- Published by Activision
- For more information on this product, the credits, or its features, please visit **www.guitarhero.com**

CUSTOMER SUPPORT

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: http://www.activision.com/support

Our support section of the Web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If You cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

Note: all support is handled in English only.

Note: The multiplayer components of Activision games are handled only through Internet support.

Phone: (310) 255-2050

You can call our 24-hour automated voice system for answers to our most frequently asked questions at the above number.

Contact a Customer Support representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time), Monday through Friday, except holidays.

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Warranty Replacements, Activision Publishing, Inc., P.O. Box 67713, Los Angeles, CA 90067.

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